

New Optional Rules/Updated Reinforcement Schedules

If you have been wondering why all those extra Chinese counters on the Errata and Bonus counter sheet were included, wonder no longer. The additional PRC units can be used as optional reinforcements in 15.14 or any Strategic Surprise, Tactical Surprise, or Extended Buildup Scenario. Use the following rules:

15.14 PRC Intervention

[Standard; +50 VP ROK/US]

The DPRK player may additionally include the following PRC forces in the “16.1.5 Militarized Zone”, “16.1.6 All In”, or “16.1.7 They Did What?” scenarios as follows:

Reinforcement Schedule

GT3	1 x AMPH, 1 x SAG, 1 Marine Inf Bde, 43rd Airborne Division; 2 x Airmobile Points
GT4	39th GA, 1 x Zhi-10
GT5	1 x AMPH, 1 x CVBG, 2 Marine Arm Bde, 44th Airborne Division; 1 x Airmobile Point
GT7	1st Amphibious Mechanized Infantry Division
GT8	40th GA, 1 x Zhi-10
GT10	38th GA
GT12	12th GA
GT13	1st GA
GT14	45th Airborne Division; 1 x Airmobile Point

All enter along the North map edge; Helos may be placed at any friendly Airfield/Airbase.

The PRC receives 2 Replacement Points per turn starting GT4.

In addition, starting on GT3, the DPRK player adds +5 to the Air Points generated each turn. (Note, this is doubled to +10 if using 29.1.1). This is in addition to those Air Points provided by the CVBG (if any).

15.15 Increased PRC Commitment

[Advanced, +50 ROK VPs]

The PRC leadership puts a premium on assisting the DPRK and declines to invade Taiwan. In any scenario in which the PRC is involved with the appropriate Intervention level (i.e., Air or Full), use the Reinforcement Schedules as outlined below. In addition, ignore 16.2.1.2.7 Wider Conflict's provision that units which fail their roll are sent to Taiwan; they are instead delayed as described as in 16.2.1.4 U.S. and Commonwealth Arrival Rolls.

In all scenarios, the PRC receives 2 Replacement Points per turn starting the turn after arrival, i.e., GT5 in the Strategic Surprise scenario.

Strategic Surprise

GT4	1 x AMPH, 1 x SAG, 1 Marine Inf Bde, 43rd Airborne Division, 1 x J-10, 1 x J-11B, 1 x Su-30MKK, 2 x SOF; 2 x Airmobile Points
GT5	39th GA, 1 x Zhi-10
GT6	1 x AMPH, 1 x CVBG, 2 Marine Arm Bde, 44th Airborne Division; 1 x Airmobile Point
GT8	1st Amphibious Mechanized Infantry Division, 1 x JF-17, 1 x Su-30MK2
GT9	40th GA, 1 x Zhi-10, 1 x J-10, 1 x JF-17
GT11	38th GA
GT13	12th GA
GT15	1st GA
GT16	45th Airborne Division; ; 1 x Airmobile Point

Tactical Surprise

GT3	1 x AMPH, 1 x SAG, 1 Marine Inf Bde, 43rd Airborne Division, 1 x J-10, 1 x J-11B, 1 x Su-30MKK , 2 x SOF; 2 x Airmobile Points
GT4	39th GA, 1 x Zhi-10
GT5	1 x AMPH, 1 x CVBG, 2 Marine Arm Bde, 44th Airborne Division; x Airmobile Point
GT7	1st Amphibious Mechanized Infantry Division, 1 x JF-17, 1 x Su-30MK2
GT8	40th GA, 1 x Zhi-10, 1 x J-10, 1 x JF-17
GT10	38th GA
GT13	12th GA
GT13	1st GA
GT14	45th Airborne Division; 1 x Airmobile Point

Extended Buildup

GT2	1 x AMPH, 1 x SAG, 1 Marine Inf Bde, 43rd Airborne Division, 1 x J-10, 1 x J-11B, 1 x Su-30MKK, 2 x SOF; 2 x Airmobile Points
GT3	39th GA, 1 x Zhi-10
GT4	1 x AMPH, 1 x CVBG, 2 Marine Arm Bde, 44th Airborne Division; 1 x Airmobile Point
GT5	1st Amphibious Mechanized Infantry Division, 1 x JF-17, 1 x Su-30MK2
GT6	40th GA, 1 x Zhi-10, 1 x J-10, 1 x JF-17
GT7	38th GA
GT8	12th GA
GT9	1st GA
GT10	45th Airborne Division; 1 x Airmobile Point

Special Rules

Airborne capability: the PRC may only use Airborne Movement for a maximum of one Airborne division in any given turn.

Special Amphibious Movement: the 1st Amphibious Mechanized Infantry Division (1st Group Army) may, once per game, use a special type of Sea Movement to be placed in any PRC/DPRK controlled port or beachhead in the Yellow Sea Zone during any non-Storm, eligible movement phase in which the US/ROK does not control the In Shore box of the Yellow Sea. If the In Shore Box is contested, then a Contested Sea Move is conducted.

Naval Units: PRC Naval units may enter from off map directly into the Yellow Sea In-Shore Box as well as the At Sea Box.

Stalin's Ghost:

Optional Rules for *Next War: Korea*

As with the extra Chinese counters on the Errata and Bonus Counter sheet included with *Next War: Korea*, we're betting you were wondering what all those units were that looked sort of like Russian units. Well, they *are* Russian units, and the new Optional Rules for including them in your next game of *Next War: Korea* are below.

15.15 Stalin's Ghost

[Advanced]

15.15.1 Entering Play:

If, during the International Posture Matrix activities, the result for the PRC is "Passive," then the DPRK player may immediately roll on the Matrix to determine Russia's Posture. If Russia is either "Moderate" or "Aggressive," refer to the Reinforcement Schedule below to determine which forces are committed.

15.15.2 Reinforcement Schedule

If forces are committed, use the following reinforcement schedule, regardless of the scenario chosen:

	Passive	Moderate	Aggressive
GT1	1 x SOF marker		
GT2	1 x SOF marker	1 x Su-25, 1 x Su-27SM	1 x Su-24M
GT3	1 x SOF marker	1 x Su-24M2, 1 x Su-27SM	98th Guards Abn Div
GT5		1 x Su-30	All Naval Infantry, 1 x SAG, 1 x AMPH
GT6		1 x Su-35	106th Guards Abn Div
GT8			1 x Su-35

15.15.3 Strategic Assets

[Advanced, +20 Allied VPs]

If the Russian Posture is "Aggressive," the DPRK player may include the Russian strategic assets as follows:

GT3	1 x Tu-22M, 1 x Tu-95MS, 2 x Cruise Missile Points
GT4	1 x Tu-160
GT6	1 x Tu-95MS, 1 x Tu-22M3, 2 x Cruise Missile Points
GT8+	(each even GT) - 2 x Cruise Missile Points

Design Note: The ** values for the TU-95 indicates that they can only fire Cruise Missiles in a fashion similar to B-52s, B-1s, etc.

15.16 Red Phoenix

With the recent re-release of *Red Phoenix* (now available in eBook format), by Patrick Larkin and Larry Bond, it's only fitting that we attempt to recreate the scenario described in the book as closely as possible. When playing the Strategic Surprise [optionally, any Advanced Game] scenario, use the following rules:

15.16.1 PRC Posture & Intervention

Do not roll on the International Posture Matrix for PRC Posture. The PRC's Posture is automatically "Passive" with a UN DRM of "+0." The PRC will behave as if it had intervened at the "Supplies" level. Starting in the Game Turn the first time that a UN Resolution is successfully rolled, the PRC will no longer provide supplies.

15.16.2 Russian At Start units

Place all of the Russian non-strategic asset [15.15.3] air units in the DPRK Basing Box on the Air Superiority Chart. They are considered DPRK air units for all purposes except for Victory Points for which they are treated as PRC units.